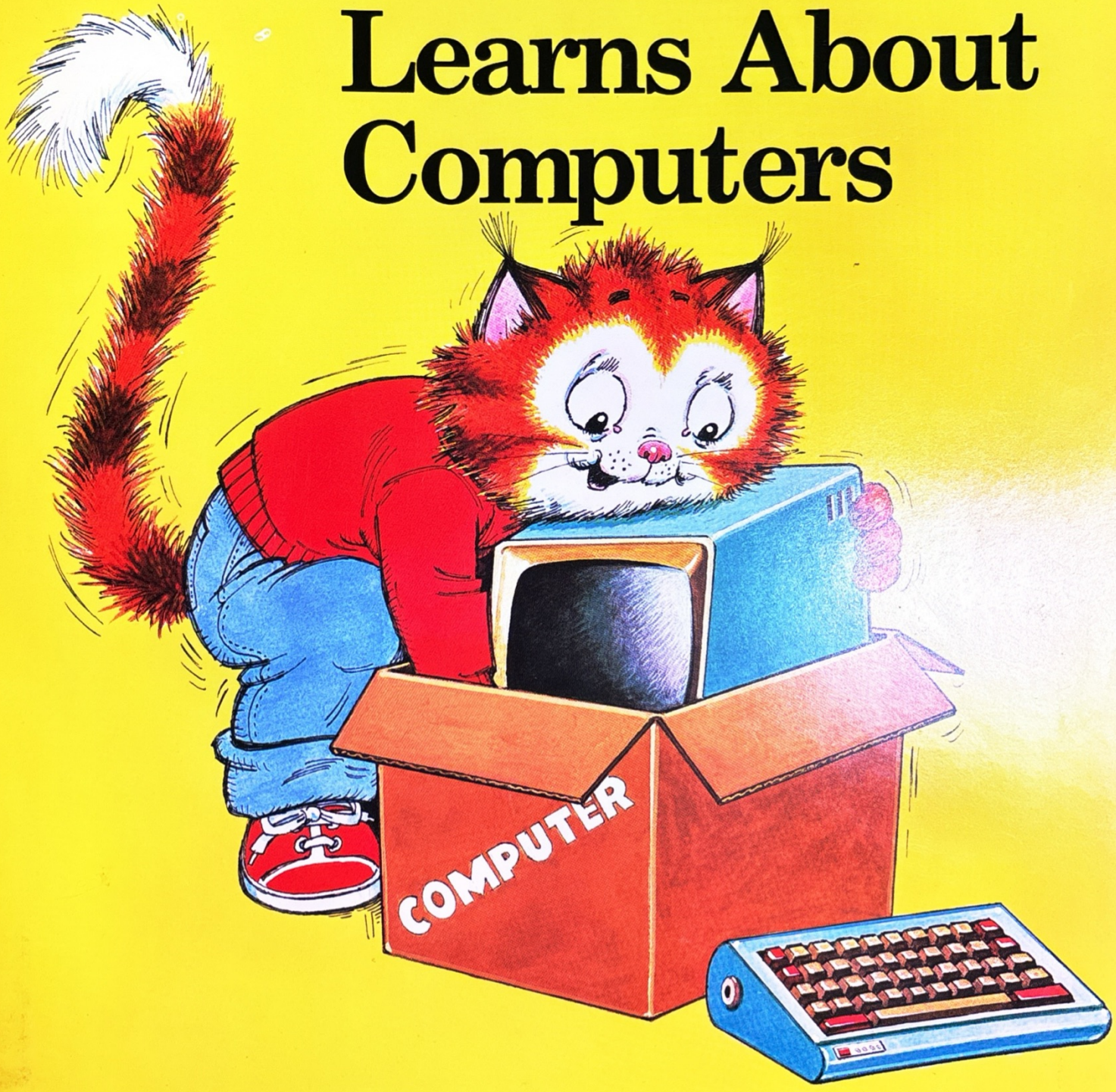
Weekly Reader®
SKILLS BOOK

Computer Skills

Whiskers Learns About Computers



Whiskers Learns About Computers

A *Weekly Reader*® Skills Book

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To the Teacher

Whiskers Learns About Computers is designed to help your students learn about computers in a fun, active way. Whiskers and his friends, Squeaky and Quacker, present some basic computer concepts: what a computer is, how a computer works, and what a computer can and cannot do. The activities in **Whiskers Learns About Computers** have been selected to help students become familiar with computer terminology, computer graphics, and flowcharts.

You don't have to be a computer expert to use **Whiskers Learns About Computers** with your students. And it's not necessary to have a computer in your school or classroom. Even if you've never used a computer in your life, you can learn all about computers along with your students! If you do have a computer, many of the activities in **Whiskers Learns About Computers** can be adapted for hands-on computer experiences.

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What Is a Computer?

"Wow! Computers sure do look interesting," Whiskers said to the clerk in the computer store. "But what is a computer? And why do people use them?"

"I'll be happy to tell you about computers," said the clerk. "First of all, a computer is a machine that can work with numbers and information. And people use computers as tools to help them do their jobs."

"What kinds of jobs?" Whiskers asked the clerk.

"Well, doctors and nurses use computers to help them take care of sick people," the clerk replied. "And bankers use computers to help them keep track of money that's put into the bank or taken out.

"Library workers use computers to help them keep track of all their books," the clerk went on. "And authors use computers to help them write books faster!"

"I get it!" said Whiskers. "A computer is a kind of tool. I use scissors as a tool to help me cut. I use a hammer as a tool to help me build! And I could use a computer as a tool to help me do other kinds of things!"

List five tools that you use to help you work and play.

1. _____

2. _____

3. _____

4. _____

5. _____

What Can a Computer Do?

"I guess a computer can do just about everything, can't it?" Whiskers asked as he looked at the machines.

"Not everything, Whiskers," said the store clerk. "There are lots of things a computer can't do."

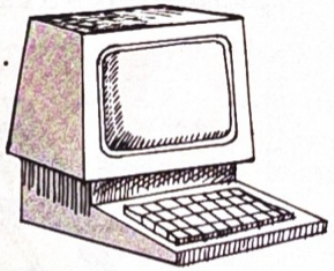
Whiskers was surprised. "But I thought a computer was a smart machine!" he said.

The clerk smiled. "You are half right, Whiskers," he said. "A computer is a machine . . . and only a machine. It can't feel sad or happy. It can't think for itself. So you have to tell the machine what you want it to do, and then it will follow your orders."

Whiskers smiled too. "I'll be the boss!" he said proudly. "Now that job is just right for me!"

Whiskers wants to know which of the following things a computer can do. Help him find out. Circle the right answer to each question.

Can a computer . . .



1. follow orders from a person?

   Yes No

2. print a name?

   Yes No

3. shake your hand?

   Yes No

4. decide to quit its job?

   Yes No

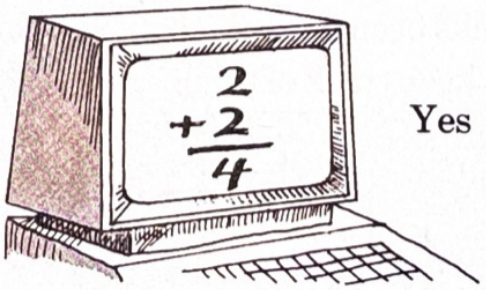
5. keep track of lots of books?

   Yes No

6. share a glass of milk with you?

   Yes No

7. add a list of numbers?



   Yes No

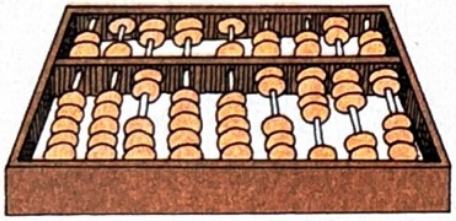
Tools You Can Count On

"Why do people use computers to help them count?" asked Whiskers. "I already know how to count. . . . I don't even count on my paws anymore!"

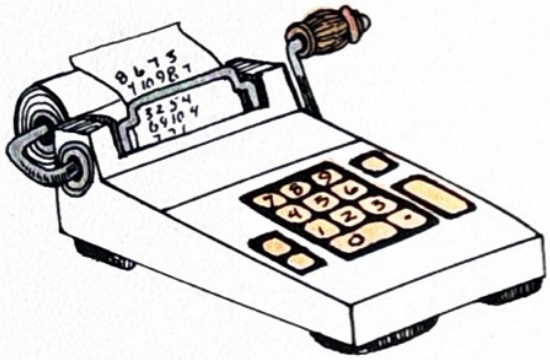
"Ever since people first learned to count, they have been using tools to help them," said the clerk. "Long ago when people lived in caves, they used stones to help them count. And they made knots on strings or marks on sticks to keep track of numbers."

The clerk went on. "Some tools just help people count. But some tools help people count and calculate—do math problems."

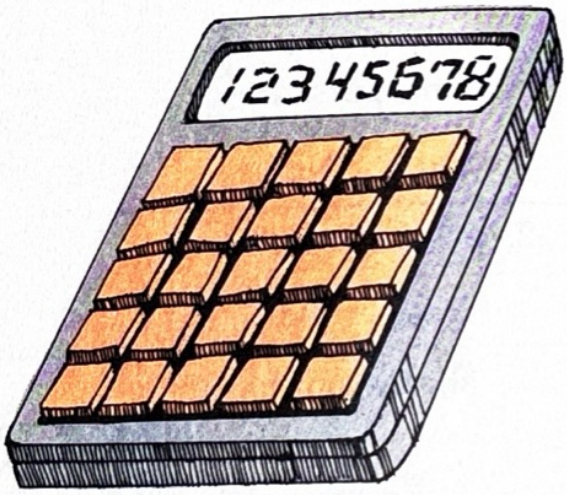
The clerk showed Whiskers a picture of an abacus (AB-ə-kess). He said, "An abacus is a counting and calculating tool. See, it has columns of beads that slide on these rods. The abacus has been used for thousands of years to keep track of numbers."



The clerk pointed to another picture and said, "The adding machine is used for counting and calculating too. It was invented about 350 years ago."

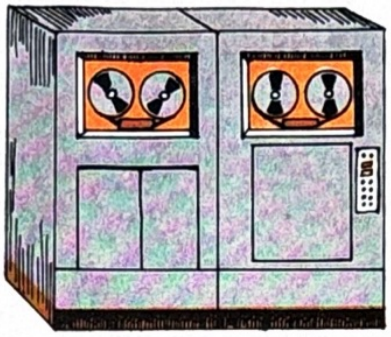


"I know what that is," exclaimed Whiskers as he pointed to another picture. "It's a calculator."



"That's right," said the clerk. "A calculator works faster than an adding machine."

Whiskers found a picture of the very first computer, built about 42 years ago. The parts of that computer filled a large room.

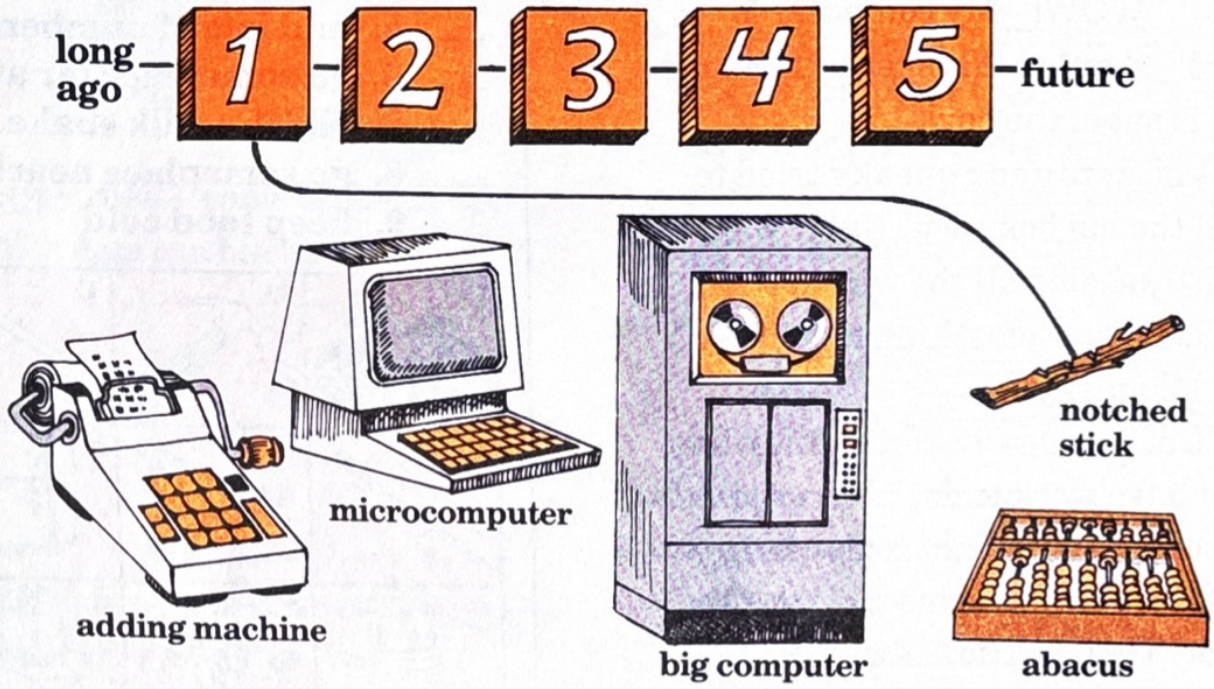


"YIKES!" said Whiskers. "Will I need that much space for my computer?"

"Of course not," laughed the clerk. "About ten years ago, the first small computer was made. It was called a **microcomputer** because micro means 'small.' All the parts of the microcomputer can fit on top of a desk.

"The computer you are buying is small, but it will do math problems very fast! In less than a minute, a microcomputer can do math problems that it would take a person more than a week to do!"

Whiskers has some pictures of counting and calculating tools. Help him put them in the order in which they were invented. Draw a line from each picture to the right box on the timeline. The first line is drawn for you.



Choosing the Best Tool

"Is anyone home?" Whiskers called as he came into his house.

"I'm out here in the kitchen," called Whiskers' friend Squeaky.

Whiskers went to the kitchen. He saw Squeaky standing beside a big box. "WOW! My computer is here!" shouted Whiskers. "Help me get it out of the box!"

Whiskers and Squeaky tried to pull the big box open. But it was tightly sealed all the way around.

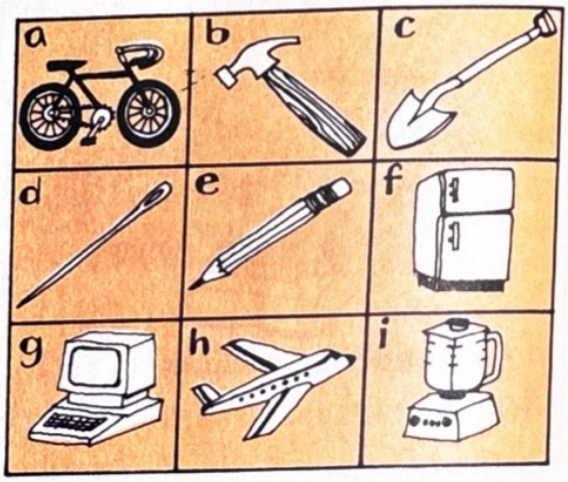
"Let's get something to help us," said Squeaky.

"OK," said Whiskers. "But when you have work to do, it's important to choose just the right tool to help you."

Whiskers put some tools on the floor. Then he chose the right tool to help him open the box. What tool do you think he chose?

Which tool would be the best to use for each job? Write the letter of that tool on the line.

____ **1. dig a hole**
____ **2. build a toy boat**
____ **3. sew on a button**
____ **4. write a message**
____ **5. add lots of numbers**
____ **6. go someplace far away**
____ **7. make a milk shake**
____ **8. go someplace nearby**
____ **9. keep food cold**

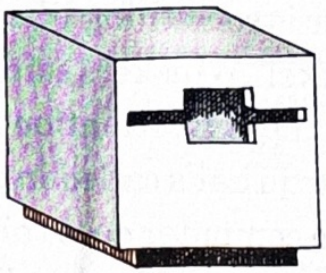


Computer Words

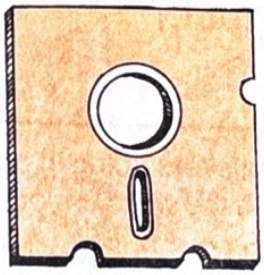
"YIKES!" said Whiskers. He was reading the book that came with his computer. "There sure are a lot of new words to understand when you're learning about computers!"

Whiskers is right. So to help Whiskers—and you—learn some important computer words, here's a mini dictionary.

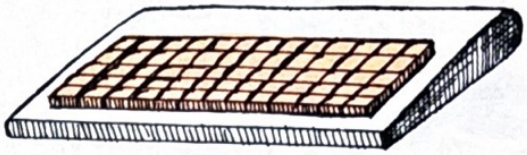
- **data**—numbers, letters, and facts given to (fed into) a computer
- **disk drive**—machine that stores data on and recalls data from a disk



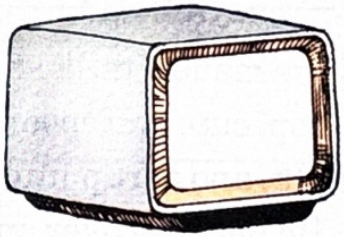
- **floppy disk**—circle of plastic on which data can be stored



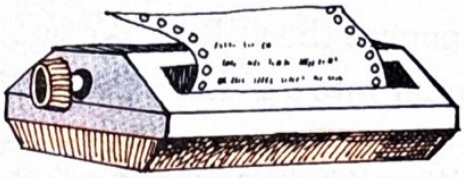
- **hardware**—machine parts of a computer system
- **input**—information put into a computer
- **keyboard**—part of a computer system that looks like a typewriter and is used to give input to the computer



- **memory**—part of a computer where data can be stored
- **monitor**—TV-like screen that shows computer input and output



- **output**—answers and other data from a computer that is shown on a screen or printed on paper
- **printer**—machine that makes paper copies of computer output



- **program**—instructions that tell a computer what to do
- **processing**—work done by a computer as it uses data given to it
- **software**—any program used on a computer

Computers and Milk Shakes

I _ _ _ _ P _ _ _ _ _ _ _ _ _ O _ _ _ _ _

Whiskers made a milk shake. He used a scoop, cup, and spoon to put ice cream, milk, and syrup into a blender. He put the cover on the blender. Then he pushed the button marked BLEND.

The blender started to whir-r-r. It mixed the ice cream, milk, and syrup. Then Whiskers stopped the machine. He poured the milk shake out of the blender into a glass. YUMMY!

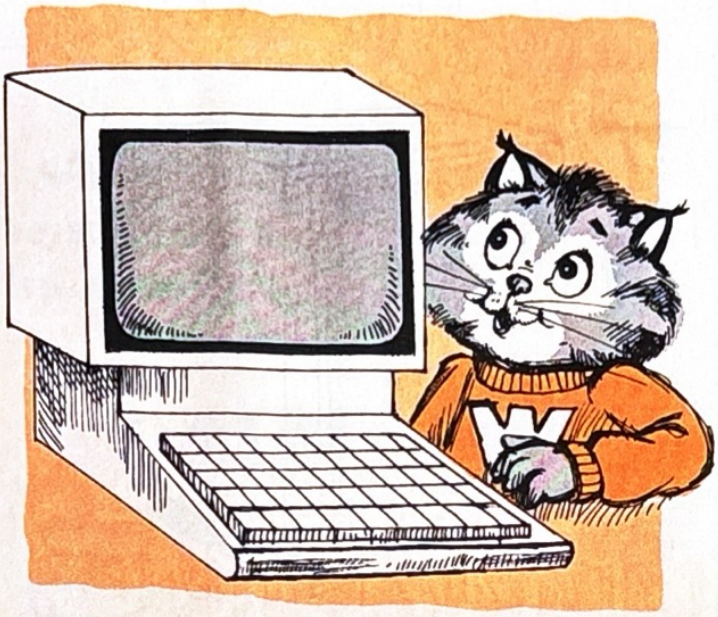
"Wow! I just realized that using a computer is something like making a milk shake!" Whiskers said to himself. "I put information into a computer. [That's called **input**.] Next, the computer does things with the information. [That's called **processing**.] Then the computer shows me what it has done. [That's called **output**.]"

When Whiskers makes a milk shake and when he uses a computer, the same three things happen. What are they?

INPUT PROCESSING OUTPUT

What is Whiskers doing in each picture above? Finish the word under each picture. Number each box below *1*, *2*, or *3* to show which happens first, next, and last.

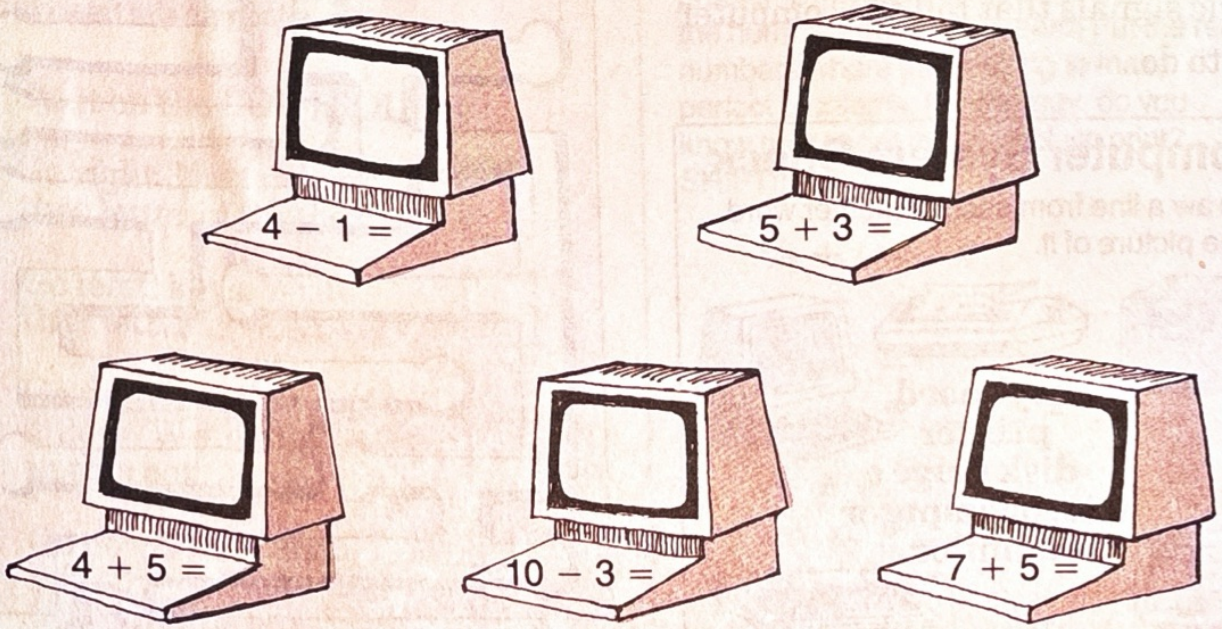
PROCESSING	INPUT	OUTPUT
☐	☐	☐



When Whiskers makes a milk shake, he uses different tools to do different jobs. He uses a scoop, cup, and spoon to put his **input** (the ice cream, milk, and syrup) into the blender. The **processing** (mixing of the ice cream, milk, and syrup) happens inside the blender. Then Whiskers uses a glass to hold the **output** (milk shake) so that he can drink it.

When Whiskers uses a computer, different parts of the computer system do different jobs. Whiskers uses the keyboard to type his **input**. (A computer keyboard looks like a typewriter.) The **processing** happens inside the computer. Then Whiskers sees the **output** on the computer screen.

Help Whiskers. Read each problem **(input)**.
Do the problem in your head **(processing)**.
Write the answer on the computer screen **(output)**.



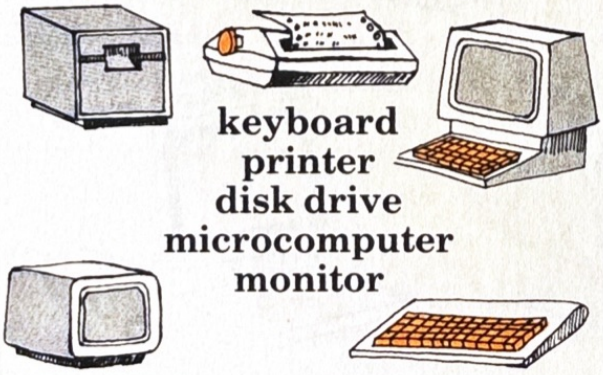
Computer Hardware

Whiskers is learning about all the parts of his computer system. He can see the hardware on the outside of his computer, such as the keyboard and disk drive. But Whiskers can't see the hardware inside the computer —lots of tiny computer **chips**.

Each computer chip is about the size of a fingernail. The chip carries electric signals that tell the computer what to do.

Computer System Check

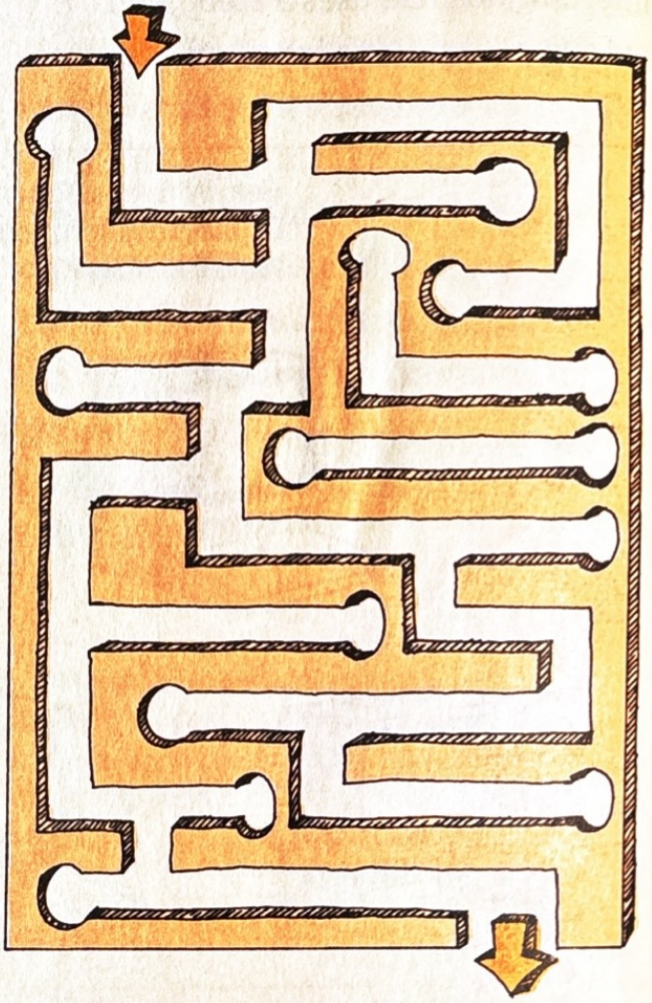
Draw a line from each computer word to the picture of it.



keyboard
printer
disk drive
microcomputer
monitor

Follow the Flow

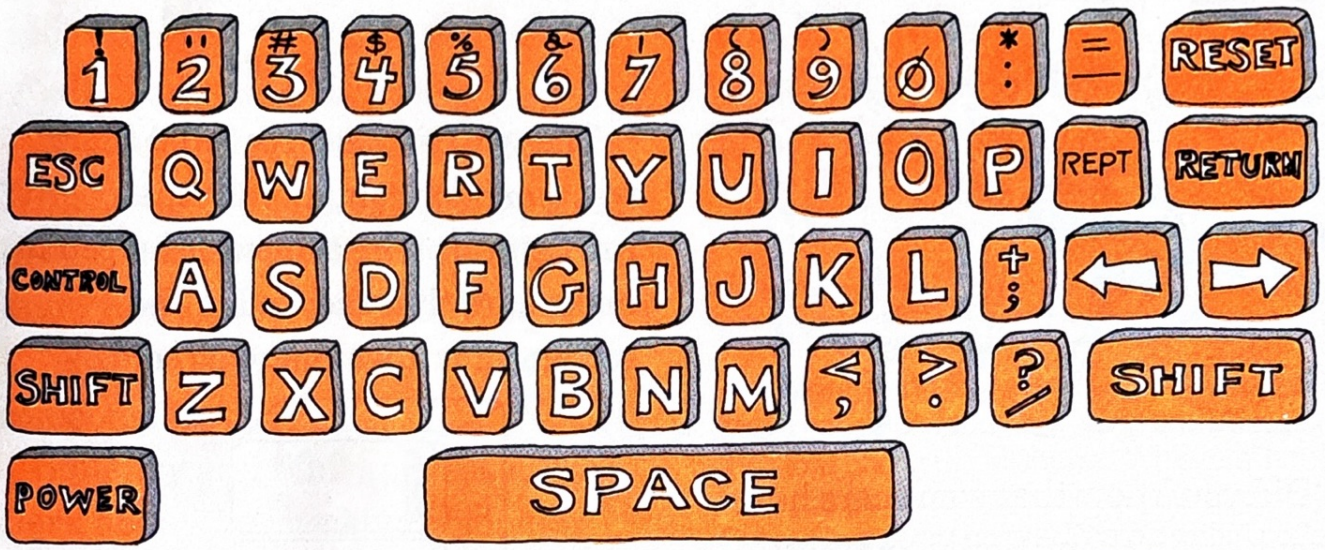
An electric signal wants to flow through this computer chip. Help it find the way!



Keys to Success

Whiskers' computer has a keyboard that looks like a typewriter. He is learning where each key is located. Here are two games Whiskers made up to help him learn about his keyboard.

Keyboard



Keyboard Clues

Follow these clues to find what you should feed to a computer.

1. Start on the CONTROL key.
2. Go right 3 keys. Write that letter in this box. ☐
3. Go left 2 keys. Write that letter in this box. ☐
4. Go up 1 key, then right 4 keys. Write that letter in this box. ☐
5. Go down 1 key then left 4 keys. Write that letter in this box. ☐

Counting Code

Someone made a mistake! These math problems have the symbols that are above the numbers on the keyboard! Put the real numbers where they belong to make perfect problems. (By the way, do you know how to get the symbols to print? SHIFT!)

% + (= ! #
____ + ____ = ____

$ − " = "
____ − ____ = ____

& + & = ! "
____ + ____ = ____

!$ −) = %
____ − ____ = ____

Computers With Special Jobs

"Did you know that some cars have computers in them, Squeaky?" Whiskers asked as he looked up from his computer book.

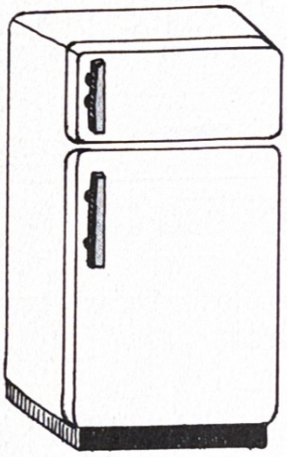
"Computers in cars? Really?" asked Squeaky. "Are those computers like your computer, Whiskers?"

"Sort of," Whiskers replied. "There are different kinds of computers. Some computers, like the ones in cars, do only one job. The car's computer helps make the car run smoothly. Other computers, like mine, can do lots of different jobs."

"Let's try to find some more one-job computers!" said Squeaky.

Whiskers and Squeaky discovered there was a one-job computer in Squeaky's camera! It helped Squeaky take good pictures.

The two friends discovered there was a one-job computer in the refrigerator. The computer helped to make sure that the food in the refrigerator always stayed cold.



Suddenly Squeaky said, "I know where there's a one-job computer that we see every week!"

"Where?" asked Whiskers.

"Come on, I'll show you," Squeaky said proudly. He led Whiskers out of the house and down the street to the grocery store.

(Do you know what they went to see at the store?)

Looking for Zebras

Whiskers and Squeaky went to the checkout stand at the grocery store. They watched the clerk pick up a box of cereal and slide it over a piece of glass on the counter. Then the name and price of the cereal appeared on a small display screen.

"You're right, Squeaky," said Whiskers. "We do see this computer in action every week, but I don't know how it works. Do you?"

"No," replied Squeaky. "Let's ask someone."

Squeaky and Whiskers asked the clerk about the checkout computer. "Most things you buy here have a line-and-number code like this printed on them," said the clerk as she pointed to the side of a can. "Sometimes it's called the **zebra code**."

"I can see why!" said Whiskers. "Look at those stripes!"

The clerk pointed to the glass on the checkout counter. "At checkout time, a light scanner reads the spaces between the lines of a zebra code and sends that message to the computer," she said. "No two codes are alike. So the computer knows the name and price of the item and prints that information on the screen."

Whiskers and Squeaky saw lots of different zebra codes on food cans, jars, and boxes at the store and in the kitchen at Whiskers' house. Now you go on a zebra hunt in your kitchen. Cut out two zebra codes. Paste a zebra code in each box below and write the name of each item.

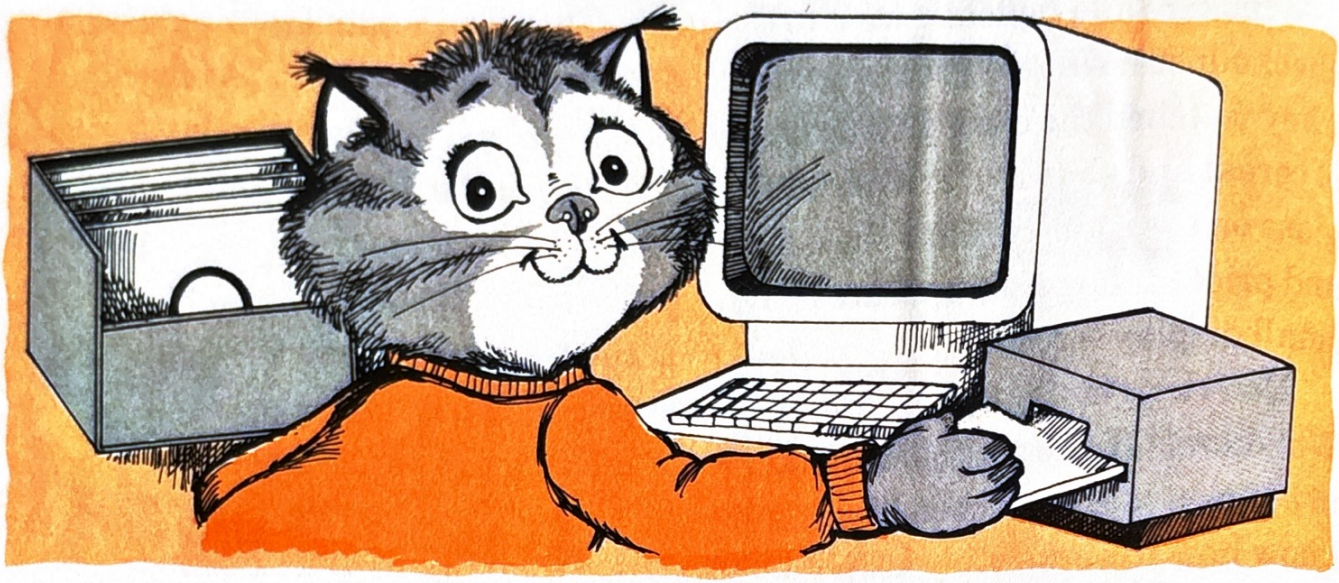
Code

Name of Item _____

Code

Name of Item _____

Some Computers Do Lots of Jobs



Whiskers' computer can do a lot of jobs for him. It can help him

- write letters.
- play games.
- keep track of information, such as addresses, phone numbers, his friends' birthdays, and his football team's scores.
- write songs.
- practice his math.
- learn about new things.
- draw pictures.

How can Whiskers' computer help him do all these things? One way is for Whiskers to use ready-made programs—software—that tell the computer how to do each different thing. The programs are stored on **floppy disks.**

Whiskers puts a program disk into his disk drive. The machine loads the program into the computer's memory. Then Whiskers uses the program.

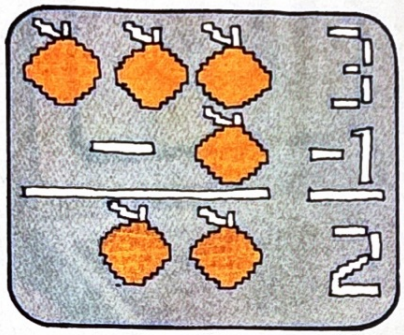
If Whiskers wants to do something different, he takes the first program disk out of the disk drive. He puts another program disk in. The disk drive loads that new program into the computer's memory.

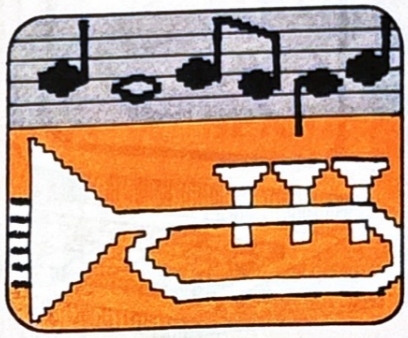
There is another way Whiskers can give directions to his computer. He can learn how to make his own programs! That means he will have to learn how to give his computer directions in a way the machine can understand.

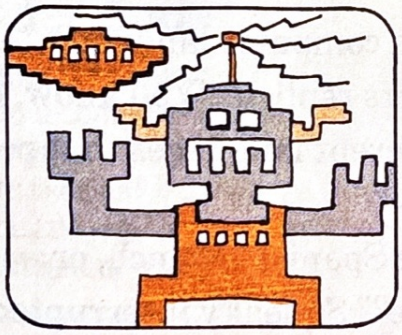
Which Program?

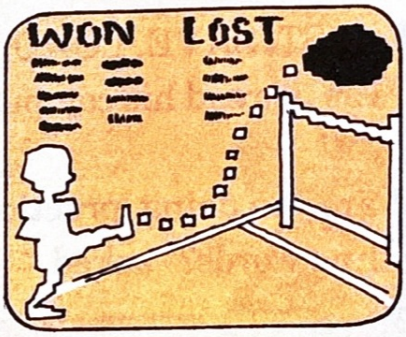
Look at each monitor. Under each picture, write which of these programs Whiskers is using.

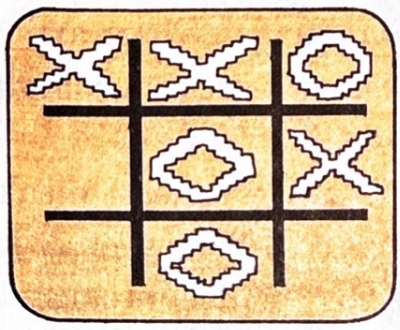
Writing a Letter
Making Music
Space Monster
Math-O
Football Facts
Tic-Tac-Toe



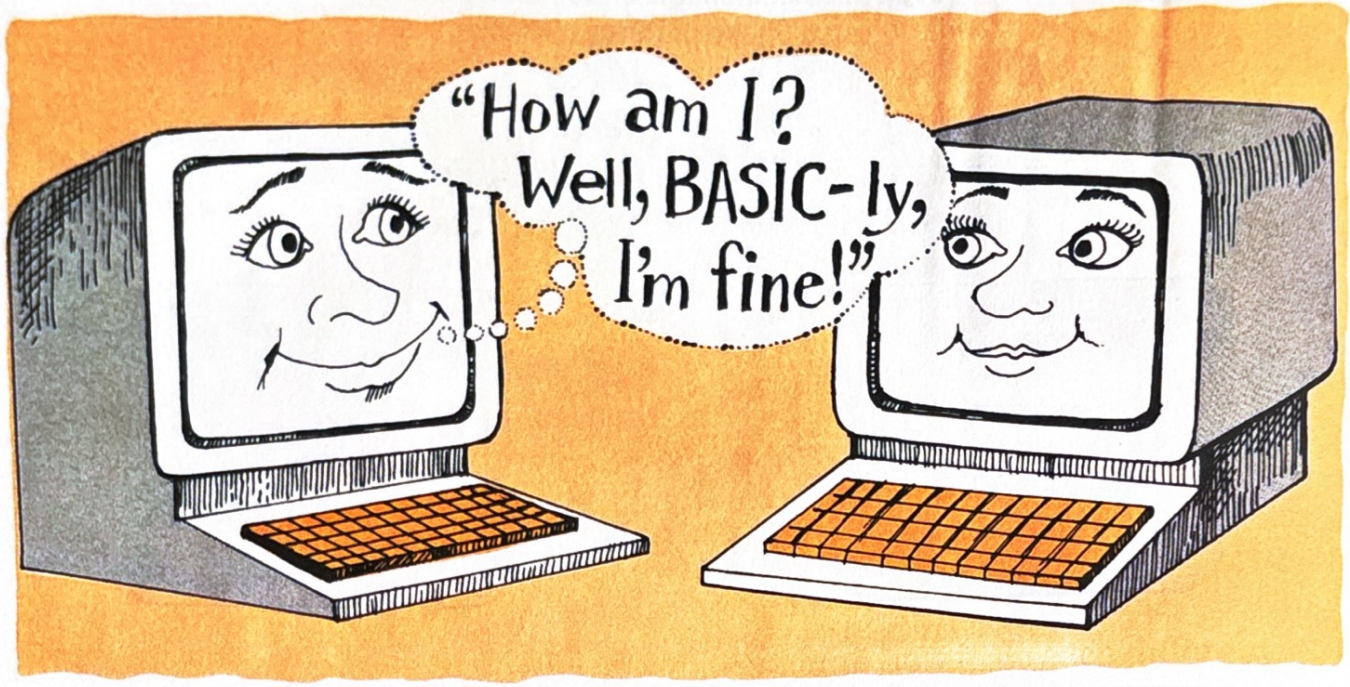








Talking to a Computer



"NEW, LIST, SAVE, LOAD," said Whiskers as he read his computer book.

"What are you doing, practicing your spelling words?" asked Squeaky.

"No," Whiskers replied. "I'm learning how to talk to my computer!"

"Why can't you just say hello to it?" laughed Squeaky.

"I want to make up a program for my computer to follow," said Whiskers. "And I have to speak BASIC, because that's what my computer understands."

"What's BASIC?" Squeaky asked.

"It's a computer language," Whiskers replied. "You know, there are different languages that people speak—"

"Like Spanish, French, or Chinese?" Squeaky interrupted.

"Yes," Whiskers answered. "The languages people speak are called natural languages. There are different languages that computers use too."

"Like BASIC?" asked Squeaky.

"Right. And others, such as LOGO and COBOL," Whiskers said with a smile. He was happy to know that Squeaky understood.

Looking for Languages

Show Whiskers that you understand about natural and computer languages. Do Whiskers' hidden word puzzle to find eight natural languages and three computer languages. Look across and down to find the words at the right.

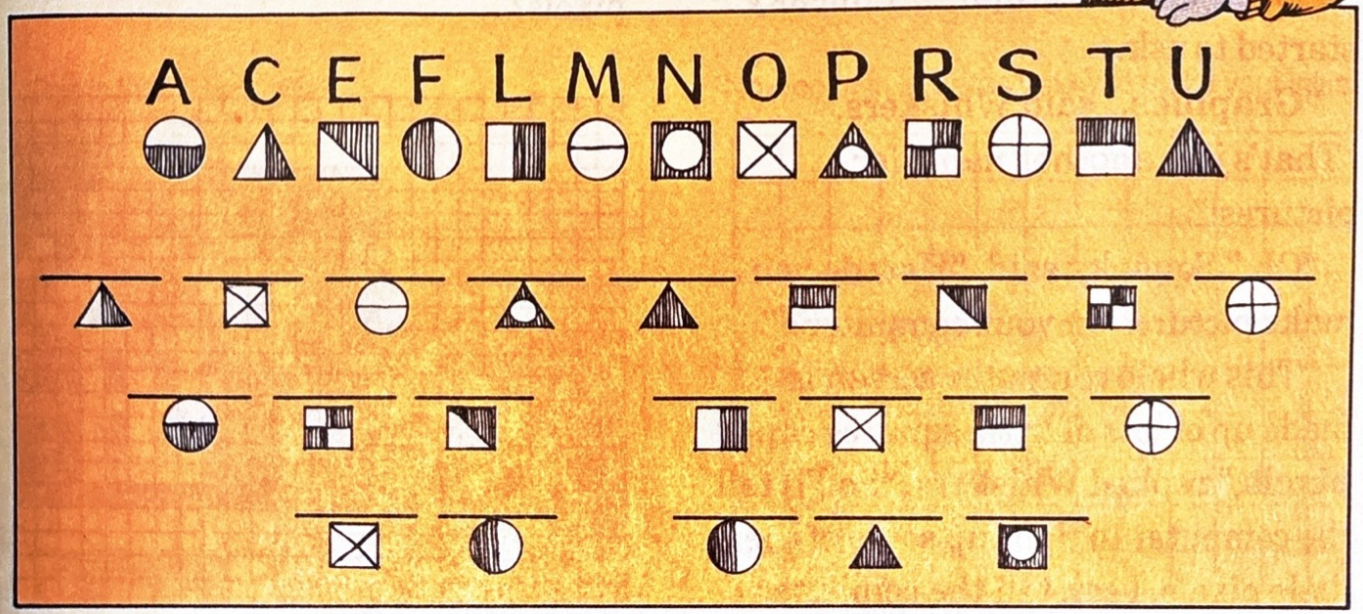
I	F	L	O	G	O	Z	K	J
T	R	C	O	B	O	L	C	A
A	E	N	G	L	I	S	H	P
L	N	Z	E	X	J	Z	I	A
I	C	G	R	E	E	K	N	N
A	H	Z	M	X	J	Z	E	E
N	X	B	A	S	I	C	S	S
S	P	A	N	I	S	H	E	E

BASIC
CHINESE
COBOL
ENGLISH
FRENCH
GERMAN
GREEK
ITALIAN
JAPANESE
LOGO
SPANISH

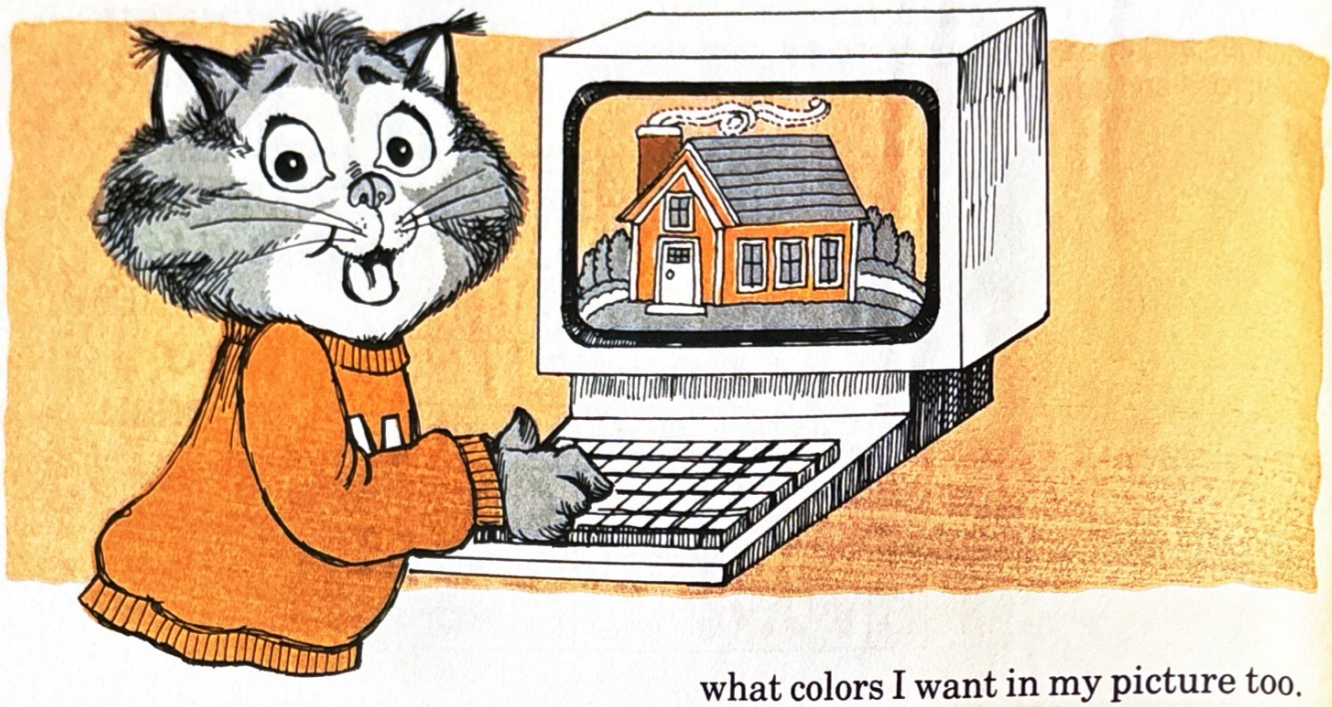
Computer Code

A computer language is like a code. It gives directions to a computer in a way the machine can understand.

Whiskers likes all kinds of codes. He made this code puzzle just for you! Crack the code and read Whiskers' secret message.



Computer Graphics



"What are you reading about, Whiskers?" asked Squeaky.

"How to do computer graphics," Whiskers answered proudly. "I'm going to make up my own computer graphics program!"

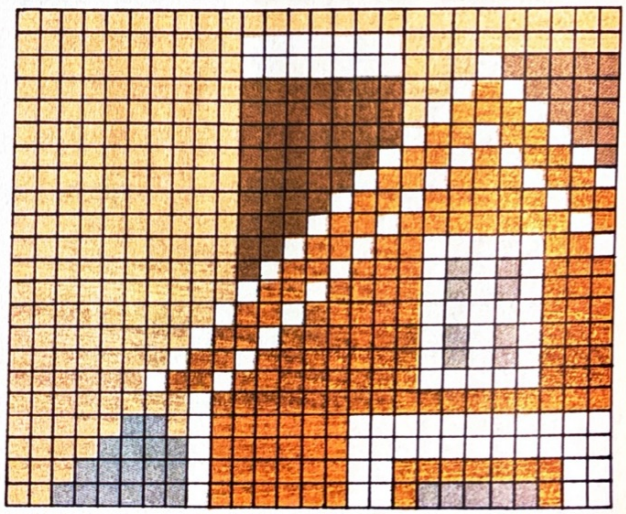
"What are gra-graph—" Squeaky started to ask.

"**Graphics**," said Whiskers. "That's just another name for pictures!"

"Oh," Squeaky said. "How do you make pictures on your computer?""

"This whole computer screen is made up of lots of little squares called **pixels**," replied Whiskers. "So I'll tell the computer to light up some of the little pixels. I can tell the computer what colors I want in my picture too. Watch this!"

Then Whiskers made up a computer graphics program. Look at his picture on the screen. Then look at a close-up of a very small part of Whiskers' picture below. See the pixels?



Color Code

Make a picture that is like a computer graphic. The color code tells you what color each square should be.

blue	red	green	yellow
1	2	3	4

1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
1	1	3	3	3	3	1	1	1	1	1	1	1	4	4	4	4	4	3	4	1	1	1	1	1	1	1	1	1
1	3	3	4	2	3	3	1	1	1	1	1	4	3	3	4	3	3	4	3	4	1	1	1	1	1	1	1	1
1	3	3	3	3	3	3	1	1	1	4	4	3	3	4	3	4	3	3	4	3	4	1	1	1	1	1	1	1
1	3	3	3	3	3	3	1	1	4	3	3	4	3	4	3	4	3	3	3	3	3	4	1	1	1	1	1	1
1	3	3	3	3	3	3	3	4	3	3	3	3	4	3	3	3	4	3	3	3	4	3	4	1	1	1	1	1
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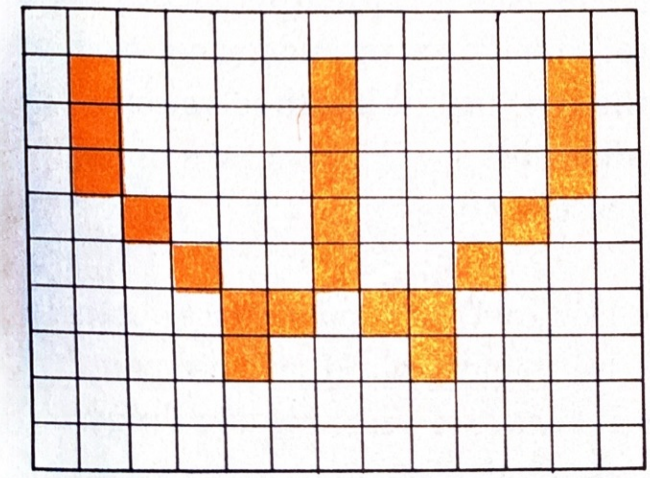
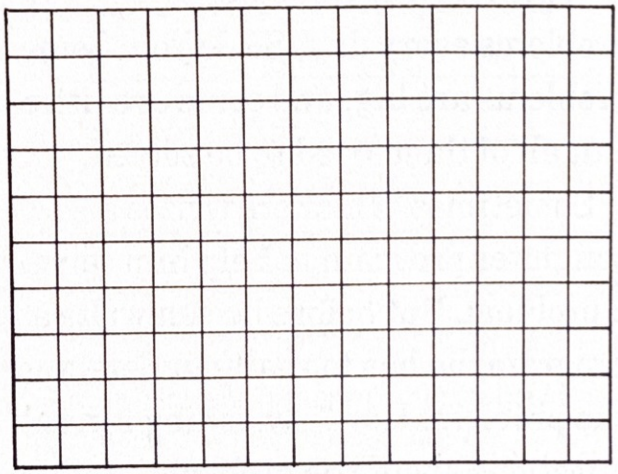
4	4	2	3	3	3	3	3	2	2	4	2	4	4	2	4	4	4	2	3	3	3	3	3	2	2	2	4	4
4	2	4	4	2	2	2	4	4	4	4	4	4	2	4	2	4	2	4	2	2	2	2	2	4	4	2	2	4
2	2	2	4	4	2	4	2	2	2	4	2	2	2	2	2	2	4	4	4	4	2	2	2	2	4	4	4	2

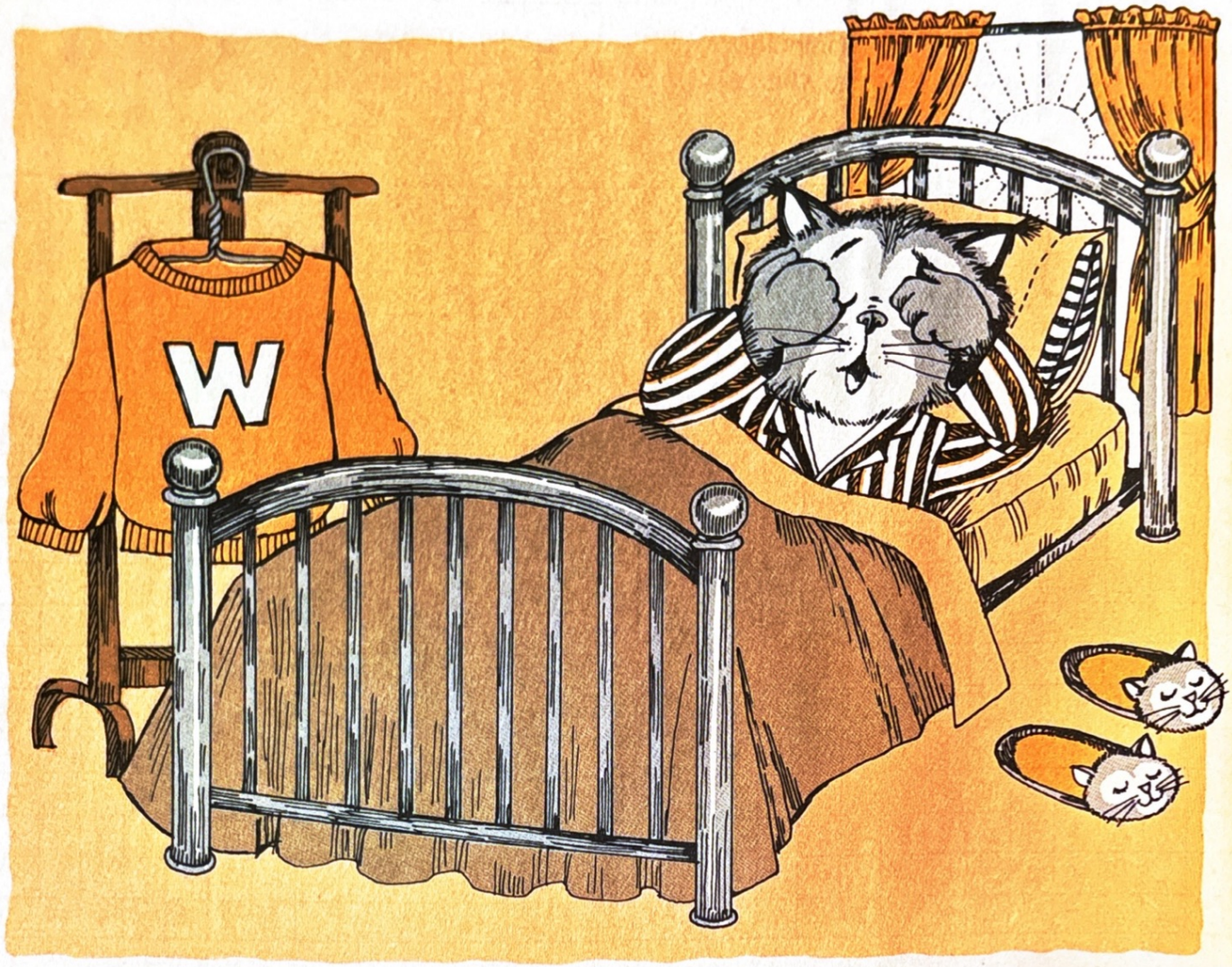
This is Whiskers' initial.



Now color in squares below to make your initial.



Solving Problems



Whiskers and Squeaky solve problems every day. So do you. Some problems are big, and some are little. But all of them need to be solved.

Sometimes Whiskers writes a computer program to help him solve a problem. But before he can write a program, he has to really understand the problem. How? By asking himself questions about the problem.

For example, when Whiskers' mom tells him to get up and get dressed in the morning, he has to solve some problems. So Whiskers asks himself questions like these:

- How cold is it? Do I need a sweater?
- Is it going to rain? Do I need boots?
- Do I have to wear sneakers for gym class today?

- Can I sleep a little longer and still have time to get dressed?
- Do I have any clean socks?
- My lucky stone is in my pocket. Should I take it to school?
- I left my belt at Squeaky's house. How can I get it back?

Whiskers' computer can't help him answer these questions. He must answer them himself.

At school Whiskers' teacher asks him to make a building out of straws. Whiskers knows he has to solve problems before he can complete the straw building.

What questions do you think Whiskers asks himself about making a building with straws? Write five questions below.

1. _____

_____

2. _____

_____

3. _____

_____

4. _____

_____

5. _____

_____

Do you think Whiskers' computer could help him answer those questions?

Step-By-Step

"Do you want to play kickball during recess today?" Whiskers asked his friend Quacker as they were walking to school one day.

"Sure," said Quacker. "That's a great idea. What do we need to do to get the game organized?"

"That's a good question, Quacker," said Whiskers. "Let's both think about it. Then let's each write a list of everything we need to do so that we can play kickball at recess."

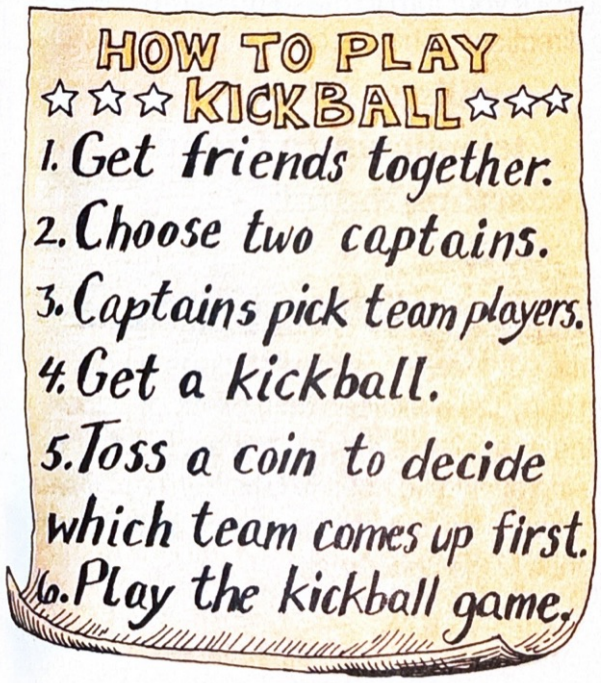
"Good idea, Whiskers," Quacker replied. "After all, they say two heads are better than one!"

How to play a kickball game during recess was a problem that Whiskers and Quacker needed to solve. Asking questions and breaking a problem into smaller parts could make the problem easier to solve. So Whiskers' idea about writing lists was a very good one. The lists will help Whiskers and Quacker make a set of step-by-step directions about how to solve their problem!

Here are some questions Whiskers and Quacker had on their lists:

- How many kids do we need to play?
- How should we divide up for teams?
- Who will be the team captains?
- Do we have a ball to use?
- How should we decide who gets to come up first?

Here is the list that Whiskers and Quacker made about how to play a kickball game during recess.

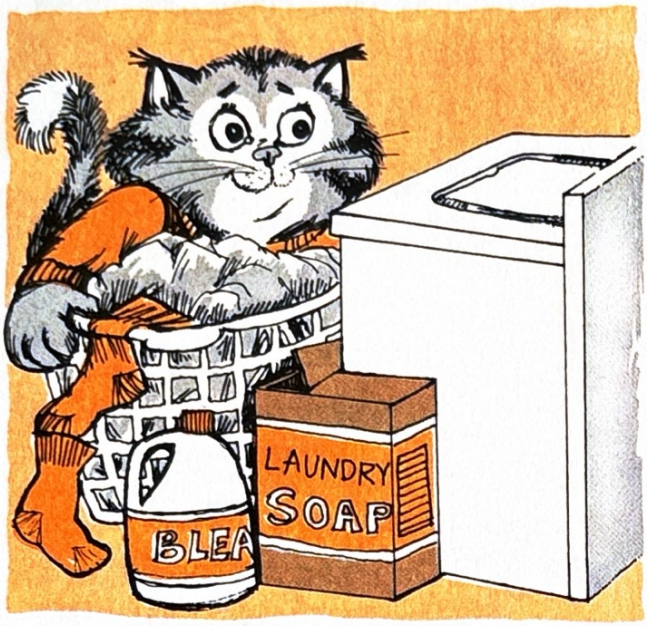

HOW TO PLAY
KICKBALL
1. Get friends together.
2. Choose two captains.
3. Captains pick team players.
4. Get a kickball.
5. Toss a coin to decide which team comes up first.
6. Play the kickball game.

The order of the step-by-step list is very important. Whiskers and his friends couldn't do the sixth thing on the list, "Play the kickball game," before they did the second thing, "Choose two captains." Writing a number next to each step helped Whiskers and Quacker put the list in order.

Whiskers and Quacker solved their problem of how to play a kickball game during recess. They had a list of step-by-step directions to follow. Then all they had to do was have fun playing their game!

At recess, Whiskers was the captain of one kickball team, and Quacker was the captain of the other. Whose team won? _____

More Step-By-Step



Whiskers wants to wear his favorite shirt to school tomorrow, but it's dirty. In fact there's a big pile of Whiskers' dirty clothes in the hamper!

Whiskers' mom left these step-by-step directions so Whiskers could do his own laundry. Do you think you could do your laundry by following these directions? What might you do differently?

1. Get dirty clothes from hamper.
2. Take clothes to laundry room.
3. Divide clothes into two groups: light clothes, dark clothes.
4. Lift lid on top of washer.
5. Put light clothes in washer.
6. Measure ¼ cup liquid detergent.
7. Pour detergent into washer.
8. Close lid.
9. Turn machine on.
10. Wait until machine stops.
11. Lift lid.
12. Open door on dryer.
13. Put clothes from washer into dryer.
14. Close dryer door.
15. Turn dryer on.

Now it's your turn to make up some step-by-step directions. Choose one of these activities:

mailing a letter
telephoning a friend
setting the table
OR
any activity you want

Write your step-by-step directions below. Then copy the directions on a piece of paper. Cut the paper into strips so that each strip has one step of directions on it. Mix them up. Give the paper strips to a friend, who must try to put the steps in the right order.

_____

_____

_____

_____

_____

Two of Whiskers' classmates dropped their step-by-step paper strips. Now their directions are all mixed up!

Help Whiskers' classmates unscramble their directions. Read the mixed-up list below. What two jobs have Whiskers' classmates written directions for? Write the name of each job below. Then arrange the steps in the order you think is best.

Wash face and hands.
Open can of dog food.
Put on pajamas.
Call Magic to come and eat.
Brush teeth.
Get into bed.
Put food in Magic's dish.
Get can of dog food.

Name of Job _____

1. _____
2. _____
3. _____
4. _____

Name of Job _____

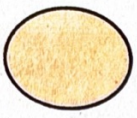
1. _____
2. _____
3. _____
4. _____

Check with your classmates. Did you all put the steps in the same order? Sometimes the same problem can be solved in several different step-by-step ways!

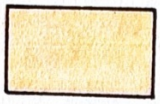
Flowcharts

After Whiskers and Quacker made their step-by-step list of directions for playing kickball, they drew a **flowchart**. A flowchart is a drawing that shows the step-by-step directions for solving a problem. The steps are shown in the right order.

Special symbols are used on a flowchart to make it easier to read.



OVAL—START or STOP
Ovals are used at the beginning and the end of the flowchart.

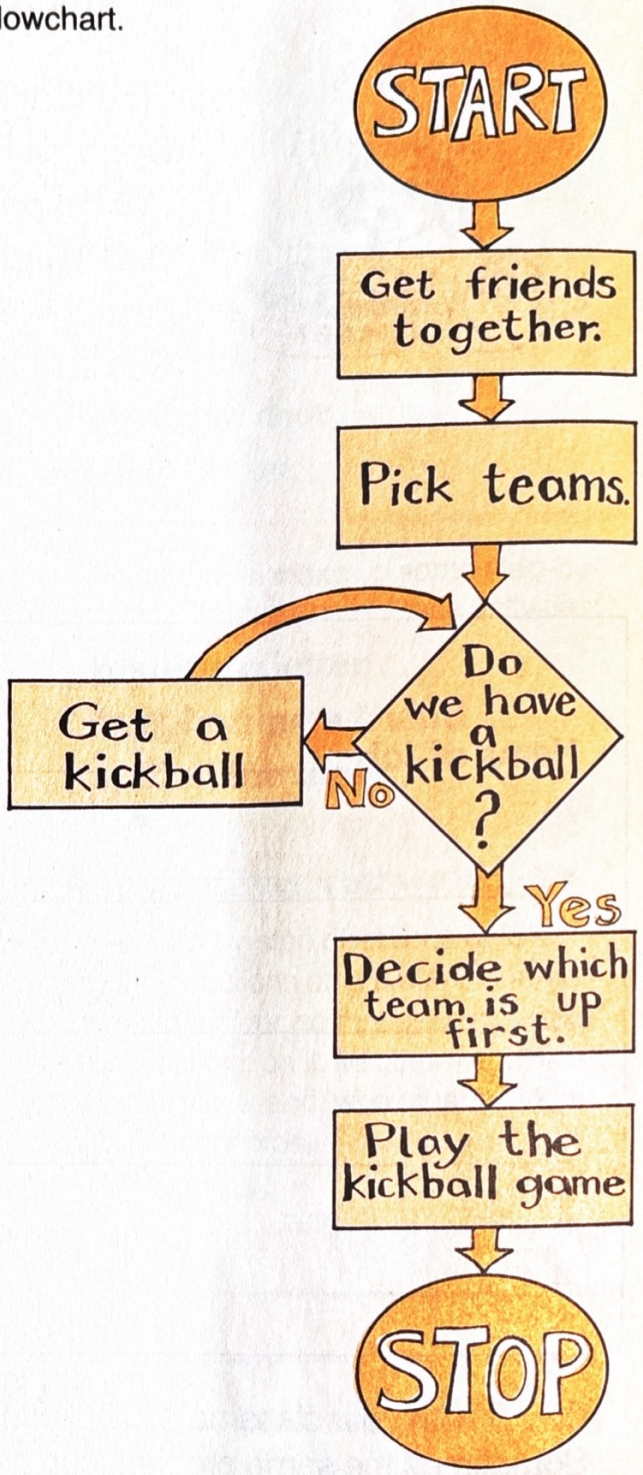


RECTANGLE—INFORMATION
Rectangles tell you what to do. Each rectangle contains one step.

DIAMOND—QUESTION
Diamonds contain questions, and you must answer them with either yes or no.

ARROW—DIRECTION TO GO
Arrows show the order from one step to the next. The question symbol (diamond) always has a YES arrow and a NO arrow coming from it.

Here is the flowchart Whiskers and Quacker drew when they planned to play kickball at recess. Follow the arrows in the flowchart.



When Whiskers gets home from school, he always has a glass of orange juice. Whiskers decided to make a flowchart about getting a glass of juice. Help Whiskers fill his flowchart. Write each step where it belongs.

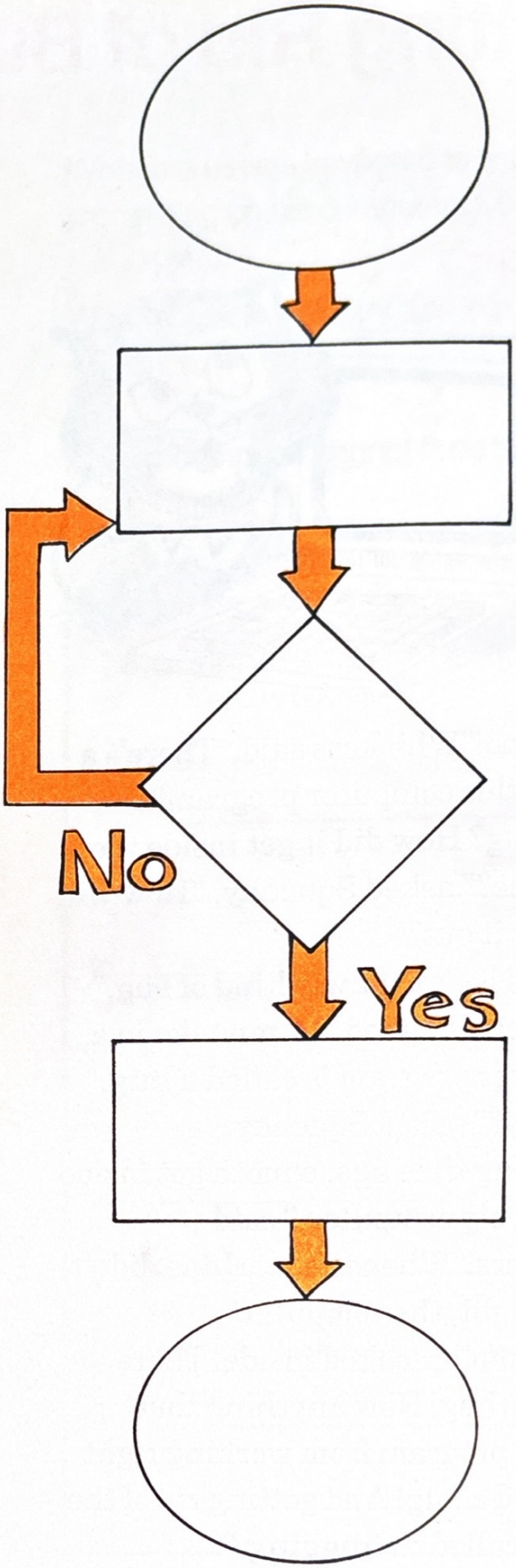
START

Pour orange juice into glass.

Is the glass full?

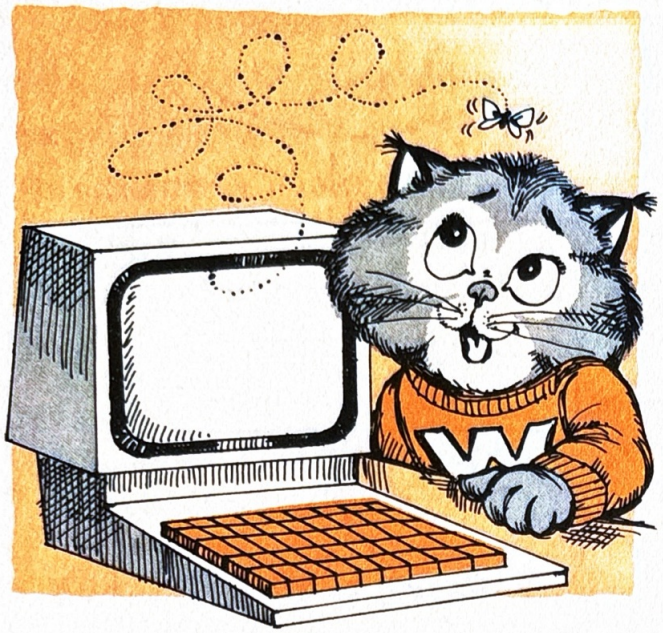
Drink orange juice.

STOP



When you write a computer program, you begin with a step-by-step list. Next, you draw a flowchart. Then, you write the directions in a computer language.

Getting Rid of Bugs



"Oh no!" Whiskers said. "There's a bug in this computer program!"

"A bug? How did it get inside the machine?" asked Squeaky. "How will you get it out?"

"This isn't a crawly kind of bug," Whiskers laughed. "A mistake in a computer program is called a **bug**."

"Why?" asked Squeaky.

"A long time ago, a moth got inside a great big computer," said Whiskers. "When the machine didn't work right, the computer programmer looked inside. There was the bug! Now anything that stops a program from working right is called a bug! And getting rid of the bug is called **debugging**."

Sometimes there are bugs in step-by-step directions too. Anyone who tries to follow these directions gets mixed up!

Here is a list Squeaky made about playing kickball when he heard his friends wanted to play.

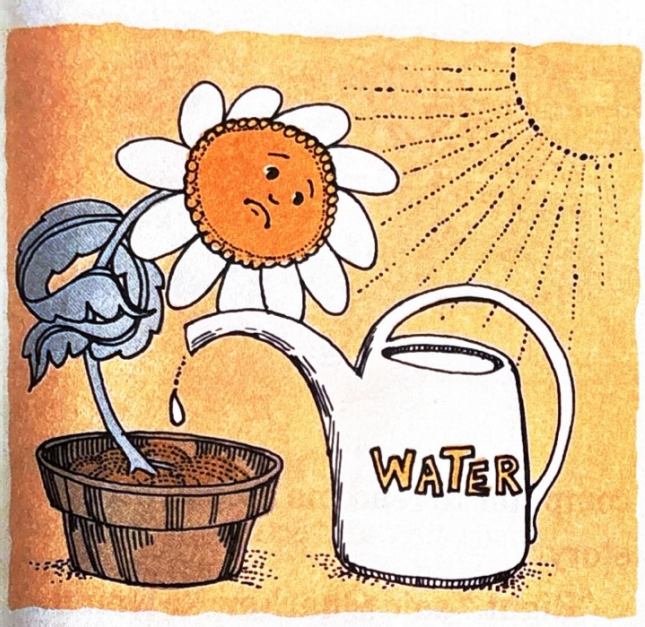
1. Pick teams.
2. Get friends together.
3. Get a baseball.
4. Play kickball game.
5. Decide which team is up first.

Whiskers and Quacker tried to follow Squeaky's list, but they got mixed up. Why? Squeaky's list had some mistakes. Can you find them?

Whiskers and Quacker helped Squeaky fix the bugs in his list.

3 ~~1~~. Pick teams.
2. Get friends together.
1 ~~3~~. Get a ~~baseball~~ kick.
5 ~~4~~. Play kickball game.
4 ~~5~~. Decide which team is up first.

Now it's your turn to do some debugging. Debug this step-by-step list for watering a plant. Cross out or change words so that each sentence is true.



1. Pour water on the dirt.
2. Fill cup with milk.
3. Check to see if plant needs water.

Now debug these sentences. (The underlined words give you clues.)

Whiskers never thinks about a problem before he solves it.

Programs are the hardware of Whiskers' computer system.

Whiskers uses a keyboard to type the processing on his computer.

Whiskers puts a sloppy disk into the disk drive.

A microcomputer cannot fit on top of a desk.

Write a list with bugs in it. Then give the list to a friend to debug.

1. _____

_____

2. _____

_____

3. _____

_____

4. _____

_____

5. _____

_____

Answer Key

Page 3: 1. Yes, 2. Yes, 3. No, 4. No, 5. Yes, 6. No, 7. Yes.

Page 5: 1. notched stick, 2. abacus, 3. adding machine, 4. big computer, 5. microcomputer.

Page 6: Jobs and tools—1. c, 2. b, 3. d, 4. e, 5. g, 6. h, 7. i, 8. a, 9. f.

Pages 8-9: boxes numbered 2, 1, 3. Answers on screens: 8, 3, 9, 7, 12.

Page 11: Keyboard Clues—DATA. Counting Code—(1) 5 + 8 = 13, (2) 4 − 2 = 2, (3) 6 + 6 = 12, (4) 14 − 9 = 5.

Page 15: Which Program? 1. Math-O, 2. Making Music, 3. Space Monster, 4. Football Facts, 5. Tic-Tac-Toe, 6. Writing a Letter.

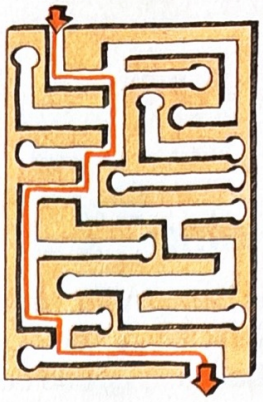
Page 17: Computer Code—COMPUTERS ARE LOTS OF FUN!

Page 22: Score—Quacker's team won by a score of 8 to 6.

Page 25: Answers may vary. Some possible answers: Name of Job—Feeding Dog. 1. Get can of dog food. 2. Open can of dog food. 3. Put food in Magic's dish. 4. Call Magic to come and eat. Name of Job—Going to Bed. 1. Wash face and hands. 2. Brush teeth. 3. Put on pajamas. 4. Get into bed.

Page 29: Plants—Order of items should be changed: 1. Check . . ., 2. Fill . . ., 3. Pour . . . . Change word *milk* to *water*. Debugging—*never* should be *always*, *hardware* should be *software*, *processing* should be *input*, *sloppy* should be *floppy*, *cannot* should be *can*.

Follow the Flow



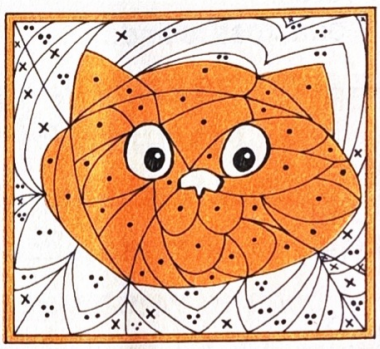
Page 10

Looking for Languages

I	F	L	O	G	O	Z	K	J
T	R	C	O	B	O	L	C	A
A	E	N	G	L	I	S	H	P
L	N	Z	E	X	J	Z	I	A
I	C	G	R	E	E	K	N	N
A	H	Z	M	X	J	Z	E	E
N	X	B	A	S	I	C	S	S
S	P	A	N	I	S	H	E	E

Page 17

Who's Hiding?



Page 31

Computer Word Find

M	Y	H	W	E	G	K	J	T	Z	D	X	F
E	X	J	S	W	J	Y	P	U	N	I	S	P
M	A	W	I	E	S	U	U	D	K	S	O	R
O	F	I	P	T	O	P	N	J	Y	K	F	I
R	J	V	N	L	Q	V	L	W	B	D	T	N
Y	Y	E	R	E	Y	A	U	C	X	R	W	T
X	V	C	O	M	P	U	T	E	R	I	A	E
F	L	O	P	P	Y	D	I	S	K	V	R	R
H	A	R	D	W	A	R	E	T	C	E	E	I
O	K	E	Y	B	O	A	R	D	S	H	L	N
I	M	O	N	I	T	O	R	B	G	S	Z	P
O	K	Y	P	R	O	G	R	A	M	U	U	U
D	A	T	A	I	O	U	T	P	U	T	A	T

Page 31

TO REORDER SKILLS BOOKS

Description	Grade	Code	Quantity
Map Skills	1	32137	_____
Map Skills	2	32237	_____
Map Skills	3	32337	_____
Map Skills	4	32437	_____
Map Skills	5	32537	_____
Map Skills	6	32637	_____
How to Solve Math Word Problems	1	38137	_____
How to Solve Math Word Problems	2	38237	_____
How to Solve Math Word Problems	3	38337	_____
How to Solve Math Word Problems	4	38437	_____
How to Solve Math Word Problems	5	38537	_____
How to Solve Math Word Problems	6	38637	_____

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